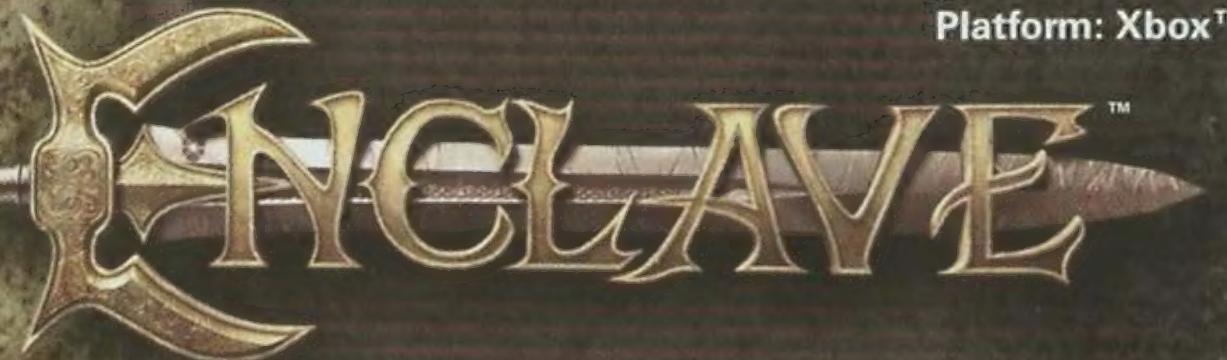


Games/Action
Platform: Xbox™



Inside You'll Find:

Basic Training
and Moves

Cast of
Characters

Items and
Weapons

Walkthrough
of Level One—
Jailbreak!

©2002 Conspiracy Entertainment Corp. ©Starbreeze
Studios AB/licensed by Swing! Entertainment Media AG.

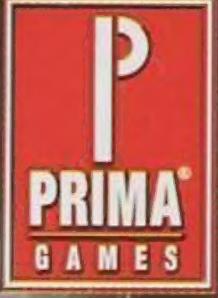
www.conspiracygames.com

761540458

This game has received the
following rating from the ESRB



Blood and Violence

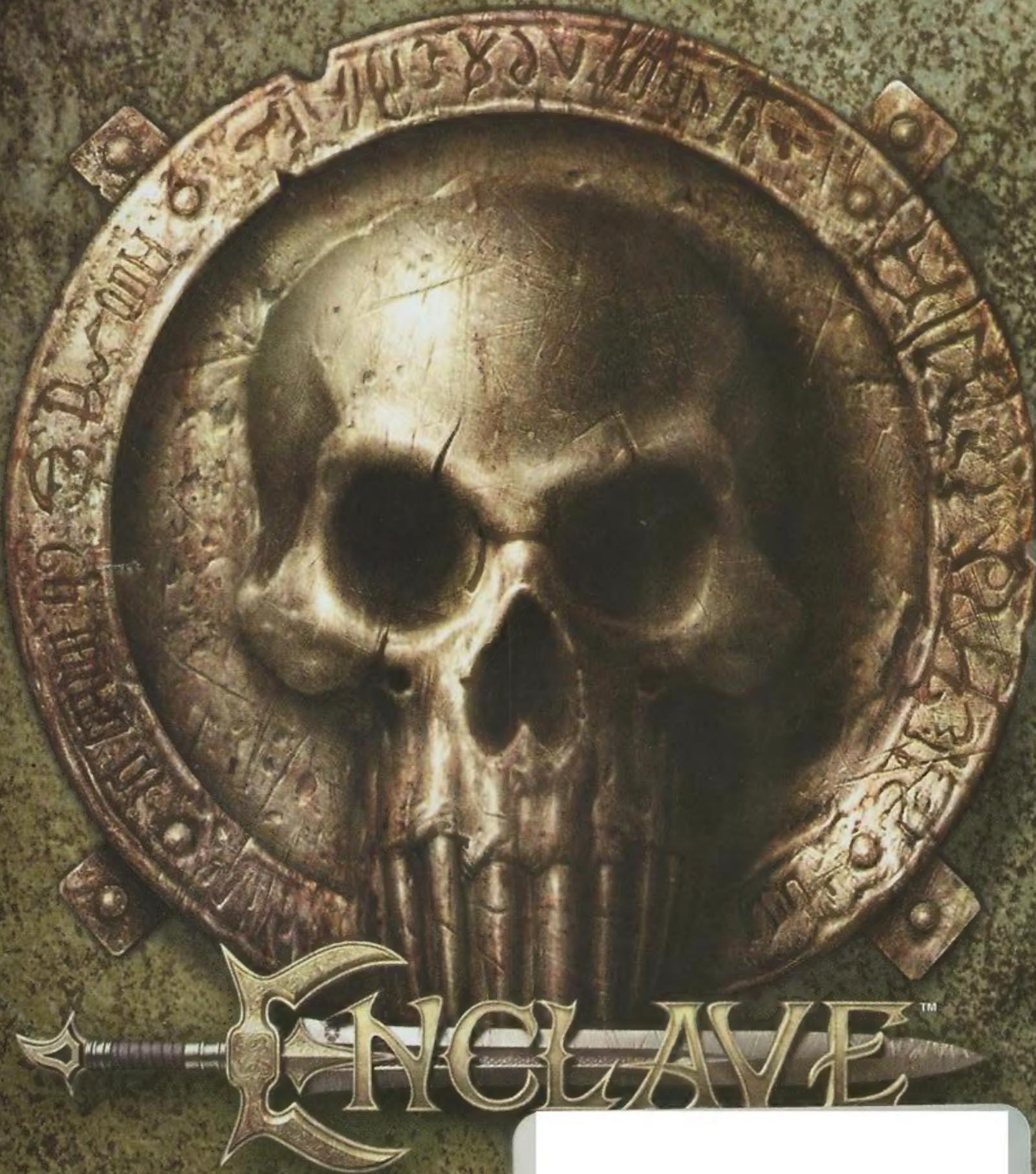


[primagames.com®](http://primagames.com)

The Prima Games logo is a registered trademark of Random House, Inc.,
registered in the United States and other countries. Primagames.com is a
registered trademark of Random House, Inc., registered in the United States.

W0001510

PRIMA'S OFFICIAL HINT BOOK



ENCLAVE™



[primagames.com®](http://primagames.com)

The World of Enclave

Led by the demon Vatar, a dark horde encircled the last few defenders of Celenheim. Atop a nearby ridge, a lone figure faced the demon. The wizard Zale shattered his staff on the stony ground, unleashing nature's wrath. The sky turned black, and the soil was crimson with fire, blood, and chaos.

The earth's crust was torn asunder, and a rift raced across the land. Light separated from dark, and the next day dawned on a world divided. Celenheim was protected on all sides by a bottomless chasm; both Vatar and Zale were gone.

The people of Celenheim rebuilt their towns and society, enjoying a golden age of peace and prosperity. On the other side of the rift, however, dark forms struggled for survival, their hatred growing as they dwelled in the shadows. To the people of Celenheim, they became known as the Outlanders.

At least that's what the history books say. Over the millennia, the land has begun to heal. Now, the rift can be crossed in a few places, and the Outlanders, the Dreg'Atar as they call themselves, send frequent raiding parties into Celenheim. Soon they plan to launch a full assault and claim Celenheim as their own. Which side will you fight for?

Cast of Characters

Enclave lets you battle for the side of good or evil, though you need to finish the Light campaign before you can join the Dark side. As you progress on your journey, new characters aid you, bringing new fighting styles and abilities to your cause. Six warriors are available in each campaign. We've listed the first three characters you'll meet in the Light campaign.



The Knight

Our story begins as the Knight regains consciousness in a Celenheim dungeon. He's been imprisoned after a fight with Queen Aylindril's tax collectors. He'll soon prove his worth to the Queen and lead an expedition into the Outlands.

The Knight is a strong warrior, courageous on the battlefield and an expert in melee combat. The Knight's abilities in magic and ranged

weaponry are weak, however. Though the Knight can wield a crossbow, he is more effective with a sword, axe, or war hammer. He is strong enough to carry a large shield, which he can use to deflect many enemy attacks, but he isn't quick.

The Huntress

The elven Huntress of Aylewood is accurate with the longbow and crossbow. Her elven vision gives her a natural advantage over other archers.

The Huntress's speed and agility help her stay out of trouble, but if she engages in hand-to-hand combat, her knife can do decent damage. She can't wield swords or axes though, or carry a shield.

The Huntress meets the Knight after he escapes from the dungeon, and is the first character to join his quest.



The Druid

The Druid's secret order rarely interferes with events in the Enclave or the Outlands, preferring to live in harmony with nature, far removed from the affairs of men, elves, and Dreg'Atar. However, the Outlanders' incursion into Celenheim has caused a great disturbance, one the Druid cannot ignore.



Like the Huntress, the Druid is fleet of foot and can't wield a shield or any melee weapons larger than a dagger. Her great power, however, comes from her staves, which give her devastating magical attacks.

A Dreg'Atar Sorceress has captured the Druid, and she joins the party when she is liberated.

The Moves

Before the fighting can begin in earnest, you'll need to learn your controls.

Controller Configuration

Button

Button	Action
	Navigate menu/map screens
	Move/strafe
press	Crouch
	Shield/use
	Attack
	Drink potion
	Next item
	Next weapon
	Toggle view
	Aim
press	Jump
	Pause menu



Basic Movement

Use to move forward and backward and to strafe from side to side. The harder you push the thumbstick, the quicker you'll move. Use a light touch to tiptoe along narrow ledges and other tight spots.

The right thumbstick, , controls your heading and aim. Use it to target enemies with ranged weapons, adjust your angle of view, and turn.



Crouching and Jumping

Tap to duck, and hold to remain in a crouched position. Use to maneuver while crouching. Tap or hold to jump (holding the thumbstick down will not increase the jump length).



The Use Command

There are various items in that game that you can activate, like levers or siege cannons. When you do, a hand icon appears in the upper left corner of the screen. Tap to perform the action.

Changing the View

While you can use to alter the camera angle, you can also tap to switch in and out of first-person view.





TIP
BEGINNERS
HAVING TROUBLE WITH
THE DUAL THUMBSTICK
LAYOUT MAY FIND THE
FIRST-PERSON VIEWPOINT IS EASIER TO CON-
TROL. THE OVER-THE-SHOULDER PERSPECTIVE
GIVES YOU A WIDER FIELD OF VISION THOUGH,
WHICH HELPS WHEN YOU'RE TRYING TO LOCATE
ENEMIES THAT AREN'T IN FRONT OF YOU.

Drinking Potions

Nothing hits the spot like a healing potion. To imbibe, press **Y**. It takes a few seconds to drink a potion, and you won't be able to attack or defend during that time, though you can still move.

Switching Items

Tap **X** to cycle through the items in your inventory. The active item appears as an icon in the top left of the screen.

Switching Weapons

Tap **A** to cycle through your weapons. If one of your ranged weapons is out of ammo, it will be removed from the rotation until you find more ammunition.

Combat

As you journey through the world of Enclave, you'll have the chance to wield dozens of weapons—from swords and axes to Dwarven crossbows and Astral staves.

Melee Attacks

Regardless of what melee weapon you select, hand-to-hand combat follows the same basic rules. Tap **R** to take a single swing with your weapon, or tap **R** repeatedly to execute a three hit combo. The last hit inflicts the most damage. Experiment with tapping **R** in a direction before triggering a melee attack with **R**; you'll be rewarded with different kinds of attacks. You can also attack in combination with a jump or crouch.



TIP WHILE STANDING TOE-
TO-TOE WITH AN ENEMY
AND TRADING BLOWS HAS ITS APPEAL,
MOVING IN CLOSE, LANDING A HIT, THEN
RETREATING IS A SUPERIOR STRATEGY. KEEP
MOVING TO EVADE YOUR ENEMIES' ATTACKS,
ESPECIALLY IF YOU'RE PLAYING ONE OF THE
FASTER CHARACTERS. START YOUR COMBOS
EARLIER, SO YOU RUN UP CLOSE TO YOUR FOE
AS THAT THIRD HIT IS ABOUT TO LAND.



Ranged Attacks

When you select a ranged weapon, use the green dot to aim. If you have a foe in your sights, the dot turns red; press **R** to fire. Get a head shot to do huge damage. Check the top left of the screen to see how many arrows, bolts, etc. you have left in your arsenal. If you're using a bow or crossbow, you can't hold a shield.



Magic Attacks

Most magic attacks work like ranged attacks—line up your target and hit **B** to deliver the pain. You won't run out of ammunition, but you must keep an eye on the energy bar in the top left, below your health bar. The energy bar regenerates, but if you're heavy on the trigger you can run out. Experiment with holding **B** to activate secondary magic attacks.

Defending

When armed with a shield, hold **D** to block enemy attacks. Some damage may still get through, especially when using one of the smaller shields. A large shield block some attacks automatically, especially if they come from the left, so keep that in mind and accordingly adjust your position.

Magic staves can create a defensive barrier. Hold **D** to maintain the magic shield, but keep an eye on your energy bar.



Dodging 101

Keep moving during battles. When using a melee weapon, get in close, deliver a blow, then retreat. If you're using a ranged weapon or magic, keep your foe far away from you. Press **B** to avoid both melee and ranged attacks.



Items and Weapons

You'll come across many items and weapons during your travels through Celenheim and the Outlands. Here's what you will see in the early stages of your adventure.

Torch

The torch illuminates dark tunnels and sewers. If you're holding a shield, press **X** to swap the shield with the torch. You can't attack with the torch, but you can simultaneously wield another melee weapon.



Gold

Small bags of gold are hidden throughout the environs, and sometimes are on your felled enemies' bodies. Each bag contains five gold pieces; check the numbers in the top right of the screen—25/150 means you've collected 25 of 150 gold pieces available on that level. Use gold to buy better weapons and equipment.

Keys

You can open some doors only with the appropriate key. After you find the key, walk toward the door and hit **D** to use the key.

Healing Potion

If you have a healing potion, a potion icon appears along the right of your screen. As you collect more, a number on the icon indicates how many you have. Press **Y** to drink a potion—you won't be able to attack or defend during this time, but you can move.



Swords

These are the bread and butter melee weapons. Swords offer a balance of speed, damage, and range. Only a few characters have the strength required to wield swords, though.



Axes

Axes come in many varieties. They are slower than swords, but inflict great damage.





Hammers

Hammers range from crude clubs to the devastating War Hammer. These weapons are slow but potent. The third combo blow from a War Hammer inflicts significant damage on nearby enemies.



Bows

These missile weapons are accurate from a great distance, and inflict big damage in the Huntress's hands. It's easy to run out of arrows, though. Hold R for a few moments to draw back the arrow, then release R to fire.



Crossbows

A variety of characters can use crossbows, but the Huntress is most adept with these weapons. Unlike bows, crossbows fire when you press R . They shoot bolts, and can't use regular arrows.



Staves

The Druid and other magic-using characters can wield staves. Staves have a ranged attack (tap R) and a secondary attack, activated by holding R . If a staff runs out of energy, it must recharge for a few moments before you can use it again.



Shields

Shields come in a variety of sizes. When not actively defending (holding D), a shield will block attacks coming from the left. Magical characters can create temporary shields by holding D .

Walkthrough: Level One

Jailbreak!

The Light campaign begins as you awake in the dungeon of the Iellon outpost, after attempting to protect your kinsmen from zealous tax collectors. Iellon is under attack by the Dreg'Atar; you must escape from your cell, find a weapon, kill the invaders, and find your way out of the dungeon.

After the cannon ball smashes through the wall of the adjacent cell, killing the Dreg'Atar sorceress imprisoned there, squeeze through a hole in the bars. The door has been destroyed here; enter the next room and pick up the sword lying near the body of the dead guard. Tap A to wield the sword.



The body of an Orc rots in the cell along the opposite wall. There's a lever to the left, which raises the gate blocking the sewer entrance—you need a torch before you can negotiate the sewer, so ignore that for now. Head up the stairs, but take it slow. The ceiling's about to collapse in the next room, and those falling rocks will hurt you.

**TIP**

WHEN YOUR CONTROLLER RUMBLES, DEBRIS IS ABOUT TO FALL. PROCEED WITH CAUTION!



Continue toward and up the next stairway, tapping **Ⓐ** to jump over the fallen debris. At the top of the stairs is a closed gate and a torch on the ground. On the other side of the gate, you'll see a Snotling dispatch one of the guards. When the torch is in your inventory, hit **▢** to activate it. Head down the stairs slowly—more debris is about to fall.

Now head toward the lever and the sewer entrance. Some rocks fall from the nearby wall, revealing two sacks of gold next to the lever. To reach the gold, activate the lever by standing close and pressing **□**. As the gate rises, jump on the narrow ledge along the top. From here, jump to the stones protruding from the wall, then to the gold.

**NOTE**

THE MORE GOLD
YOU HAVE, THE
BETTER EQUIPMENT YOU CAN BUY.

IF YOU FAIL TO GET ALL THE GOLD ON A
LEVEL, YOU CAN REPLAY IT LATER.



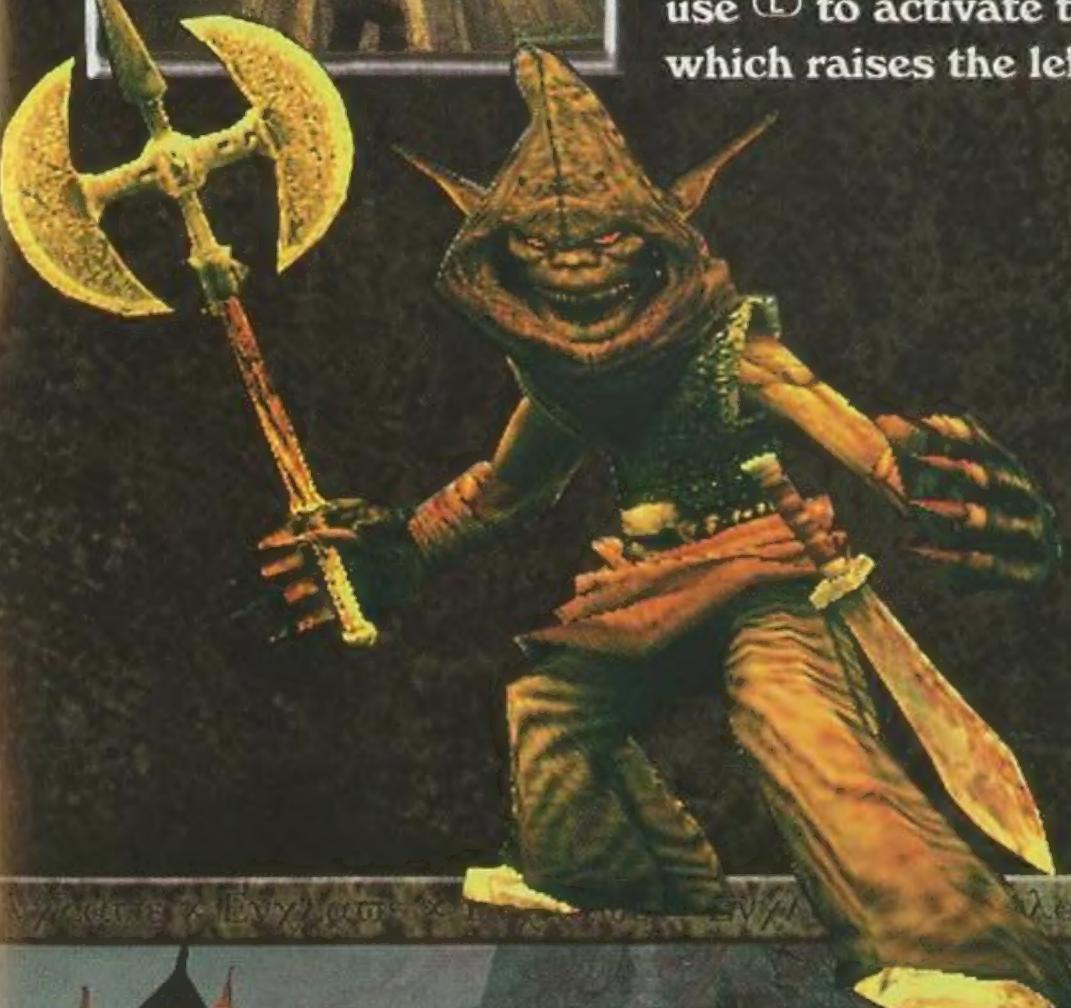
With your torch in hand, head into the sewer. Follow the tunnel to the low-ceilinged passageway on your left—hold **□** to crouch and walk through. In the next area, wait for more debris to fall, then jump down off the ledge and continue ahead. Follow the tunnel as it turns left.



You see a broken ladder ahead, and a tunnel branching to the left (there's nothing down there). Go past the ladder for now. You come to a four-way tunnel intersection. Take either the left or right tunnel (they loop around), climb the ladder, grab the two sacks of gold, and head back the way you came, to the room with the broken ladder.



Walk underneath the ladder, then turn around (you can only climb the ladder from one side). Walk toward the ladder, tap **Ⓐ** to jump up, and hold **□** to grab the ladder and ascend. Once at the top, get the shield and press **▢** to equip it. Kill the Snotling, then use **□** to activate the wheel on the left, which raises the left gate.





၁၂၄

THIS FIGHT TAKES PLACE IN CLOSE QUARTERS SO THERE ISN'T ROOM TO MANEUVER. KEEP DISTANCE BETWEEN YOU AND THE SNOTLING. GET IN CLOSE TO ATTACK, THEN RETREAT OUT OF THE SNOTLING'S RANGE. IF YOU USE YOUR SHIELD TO DEFEND (HOLD \square) IT BLOCKS THE SNOTLING'S OVERHEAD AXE SWINGS, BUT YOU'LL STILL TAKE DAMAGE FROM A LATERAL SLASH.



Kill the second Snotling here and head up the stairs. More debris falls, shattering the grate in the middle of the next courtyard—don't fall through the grate, or you'll have to find your way out of the sewer all over again. There's a locked door to the left, and a Snotling up ahead. As you approach the Snotling, it runs along the hall to the right. Follow, but not too closely—when the

Follow, but not too closely—when the



Snotling stops to taunt you, a pile of rocks rolls down the nearby stairs.

After you kill the Snotling, get the sack of gold from the corner. The stairs here are blocked, so retrace your steps. A wall crumbles before you get to the room with the broken grate—go through the hole in the wall and kill the three Snotlings in the wine cellar. They're drunk, and will die with a single hit. The Snotling sitting on the ground yields a sack of gold after you dispatch him.



There are two doors in the wine cellar; the left door is locked. The right door is open, and there's a Healing Potion on the steps, which you automatically pick up. If your health bar is more than half gone, hit Y to drink the potion, then go through the door.

Don't head up the stairs until the barrel rolls down and the debris falls. As you reach the first landing, a bomb will roll down the next flight of stairs—retreat immediately or take major damage. Then head up the second flight of stairs and kill the Snotling. At the top more debris falls, and you see another door.



After you open the door, another Snotling attacks. There are two exits from this room; grab the potion on the low table and head to the right. Continue past the fireplace and another Snotling busts through a skylight as you enter a third small room, a dead end. The Snotling gives up a sack of gold when killed, and there's a second sack in the room at the foot of the bed.



Retrace your steps back to the room where you picked up the potion and head down the other hall. In the next room is a locked door. Continue on and to find a Snotling guarding the rusty key. Once you've got the key head back to the locked door, tap **L** to use the key and go through. You've escaped the dungeon, and the Huntress awaits . . .

